

# DEVICE, METHOD, AND SYSTEM FOR GENERATING PER- PIXEL LIGHT VALUES USING TEXTURE PARAMETERS

## ABSTRACT

A method for applying texture mapping in per-pixel operations includes  
5 receiving a plurality of parameters. The parameters define a pixel value at a pixel in a  
graphics primitive. From among these parameters, a set of parameters is selected to  
be associated with textures. The parameters that are not selected define a set of  
unselected parameters that have constant values over the primitive. A texture value is  
then determined for each of the selected parameters by accessing a set of textures,  
10 with the texture value for the selected parameters varying over the primitive. The  
pixel value at the pixel is then evaluated using the constant unselected parameters and  
the texture values for the selected parameters. A device and system for applying  
texture mapping in per-pixel operations also are described.

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